

What Is Claimed Is:

1. A method of presenting custom information to an HTTP client from an HTTP server, the method comprising the steps of:
- storing a plurality of state objects on the HTTP client prior to an interaction with the HTTP server;
 - initiating an interaction between the HTTP client and the HTTP server;
 - requesting information from the HTTP server;
 - sending one of the state objects to the HTTP server so that the information can be formatted responsive to the sent state object; and
 - receiving the formatted information to the HTTP client.
2. The method of claim 1 further comprising the step of: selecting the one state object based on the information requested.
3. The method of claim 1 further comprising the step of: automatically creating the one state object by the HTTP client based on information previously requested from a second HTTP server.
4. The method of claim 1 wherein the plurality of state objects include at least one attribute.
5. The method of claim 4 further comprising the step of defining the attributes by a user.
6. The method of claim 4 further comprising the steps of: creating new attributes by a user; and defining the new attributes by the user.

1 7. A method of transferring state objects between an HTTP client
2 and a plurality of HTTP servers, the method comprising the steps of:
3 storing a plurality of state objects on the HTTP client prior to any
4 interaction with a first HTTP server;
5 if information on the first HTTP server is requested, sending the
6 plurality of state objects to the first HTTP server so that the information may
7 be transmitted to the HTTP client responsive to the sent state objects; and
8 if information on a second HTTP server is requested, sending the
9 plurality of state objects to the second HTTP server so that the information
10 may be transmitted to the HTTP client responsive to the sent state objects.

11 8. The method of claim 7, wherein the plurality of HTTP servers
12 may be located in a single domain.

13 9. The method of claim 7, wherein the plurality of HTTP servers
14 may be located in a plurality of domains.

15 10. The method of claim 7 further comprising the steps of:
16 sending certain state objects to the plurality of HTTP servers based on
17 the information requested; and
18 transmitting the information to the HTTP client based on the certain
19 state objects.

1 11. The method of claim 7 further comprising the steps of:
2 automatically creating a state object by the HTTP client based on
3 previously requested information;
4 storing the automatically created state object on the HTTP client;
5 if information on the plurality of HTTP servers is requested,
6 additionally sending the automatically created state object to the plurality of
7 HTTP servers; and
8 transmitting the information relating to the previously requested
9 information to the HTTP client based on the automatically created state
10 object.

11 12. The method of claim 7, wherein the plurality of state objects
12 include at least one attribute.

13 13. The method of claim 12 further comprising the step of defining
14 the attributes by a user.

15 14. The method of claim 12 further comprising the steps of:
16 creating new attributes by a user; and
17 defining the new attributes by the user.

15. A communication network comprising:
a client system having a client processor and a client computer readable medium coupled to the client processor, the client computer readable medium containing program instructions for:

storing a plurality of state objects;
requesting information from an HTTP server;
sending the plurality of state objects to the HTTP server; and
receiving the information from the HTTP server based on the plurality of state objects; and

a server system having a server processor and a server computer readable medium coupled to the server processor, the server system coupled to the client system, the server computer readable medium containing program instructions for:

receiving a request for information from the client system;
receiving the plurality of state objects; and
transmitting the information to the client system based on the plurality of state objects.

16. A computer readable medium on an HTTP client, wherein the computer readable medium includes executable program instructions for:
storing a plurality of state objects on the HTTP client;
requesting information from an HTTP server;
sending the plurality of state objects to the HTTP server; and
receiving the information from the HTTP server based on the plurality of state objects.

17. A computer readable medium on an HTTP server, wherein the computer readable medium includes executable program instructions for: receiving a request for information from an HTTP client; receiving, from the HTTP client, a plurality of state objects; and transmitting the information to the HTTP client based on the plurality of state objects.

18. A computer system comprising: a processor; memory coupled to the processor; and a computer readable medium coupled to the processor, wherein the computer readable medium including executable program instructions for: storing a plurality of state objects in the memory, independent of a particular server; submitting an information request to a server; and sending at least one of the state objects to the server so that the information can be received responsive to the sent state objects.

19. The computer system of claim 18 wherein the plurality of state objects may be sent to any server in any domain.

20. The computer system of claim 18, wherein the executable program instructions further includes: determining the at least one state objects to be sent based on the information requested.

1 21. The computer system of claim 18, wherein the executable
2 program instructions further includes:
3 automatically creating a state object by the client based on previously
4 requested information;
5 additionally sending the automatically created state object to the server
6 if information on the server is requested; and
7 storing the automatically created state object on the client.

1 22. The computer system of claim 18, wherein the plurality of state
2 objects includes at least one attribute.

1 23. The computer system of claim 22, wherein the executable
2 program instructions further includes:
3 allowing a user to define the attributes.

1 24. The computer system of claim 22, wherein the executable
2 program instructions further includes:
3 allowing a user to create new attributes; and
4 allowing the user to define the new attributes.